CRASH 'N' THE BOYS™

STREET CHALLENGE

NES-SB-USA

Instruction Manual

TECHNOS
AMERICAN TECHNOS INC.™

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A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. Consult your physician before playing video games if you have an epileptic condition. Consult your physician if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and/or convulsions.

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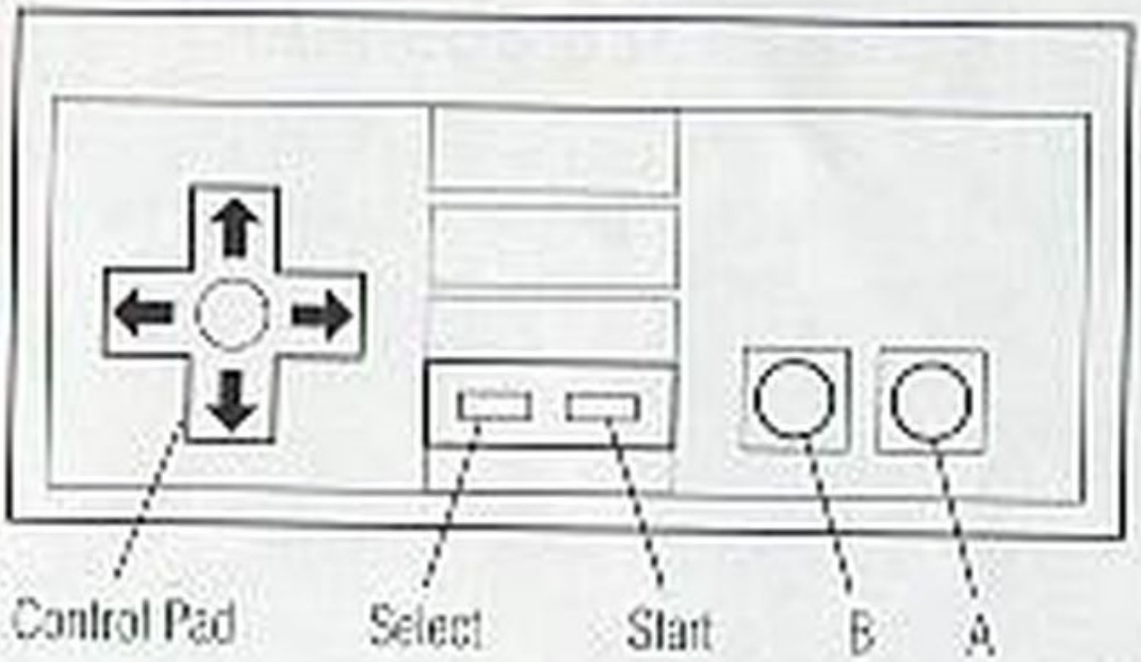
They're From The Wrong Part Of Town...

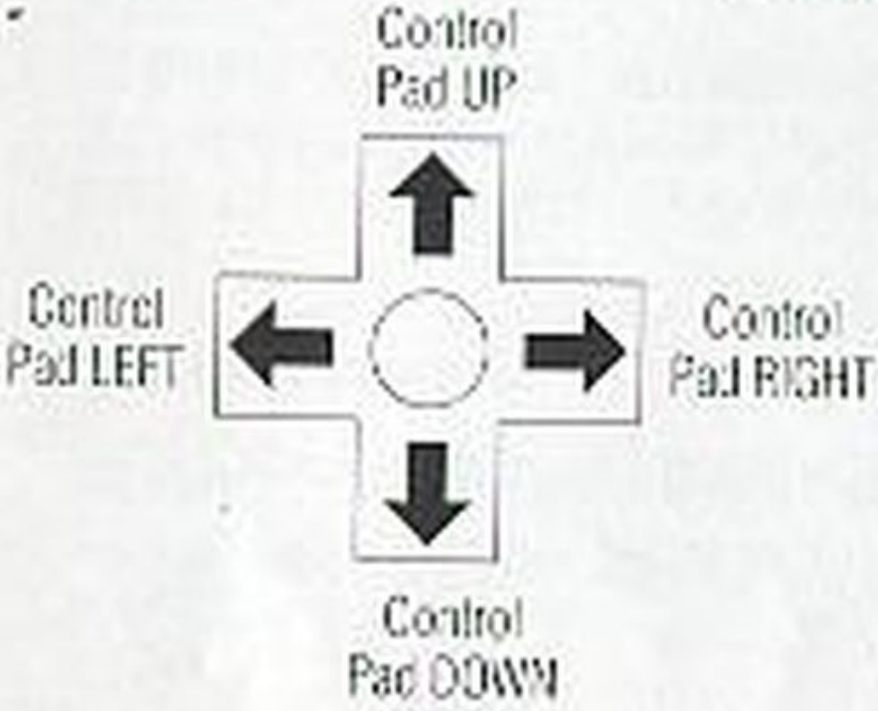
The city of Spring Hill is a wealthy community made up almost entirely of upper-class residents. There is however, a small section of town known as the Southside, where the city's blue-collar workers live. They are "allowed" to live in Spring Hill only because the rich folks need "grunts" to handle undesirable jobs. While "Southsiders," as they are called, can travel to and from their jobs, they are frowned upon if they trek outside of their own territory for social or personal reasons.

The Southside is a melting-pot of good, hard-working people. Living in the "bad" part of town their only sense of pride is the fact that their high school, Southside High, regularly thrashes the city's three other high schools in all sport events—a constant embarrassment and a thorn in the side of the "Hillers" as they are know to the Southsiders. After Southside High won the track championship, the Hillers challenged the Southsiders to five no-holds-barred events, and now it is up to you to captain your team to victory.

NAMES OF CONTROLLER PARTS

This manual refers to the following directions:





GAME CONTROLS SUMMARY

Here's a summary of game controls for each of the five events in Street Challenge. Refer to the Contents page to locate complete descriptions on the events, teams, team members, tournament play and all other game elements.

400-M Hurt-les

TO RUN: Continuously tap Control Pad RIGHT.

TO JUMP: Press B BUTTON.

TO SPIN KICK: Press and hold B BUTTON, then press A BUTTON.

TO SLIDE: Press Control Pad DOWN.

TO BREAK HURDLE: Press A BUTTON.

TO PICK UP BROKEN HURDLE: Press A BUTTON

TO SPIN WITH BROKEN HURDLE: Press A BUTTON after picking up broken hurdle.

TO THROW BROKEN HURDLE: Jump and press A BUTTON after picking up broken hurdle.

Hammer Throw Golf

TO SWING HAMMER: Continuously tap B BUTTON. The faster you tap, the faster you spin. The Power Bar gets bigger as you spin faster.

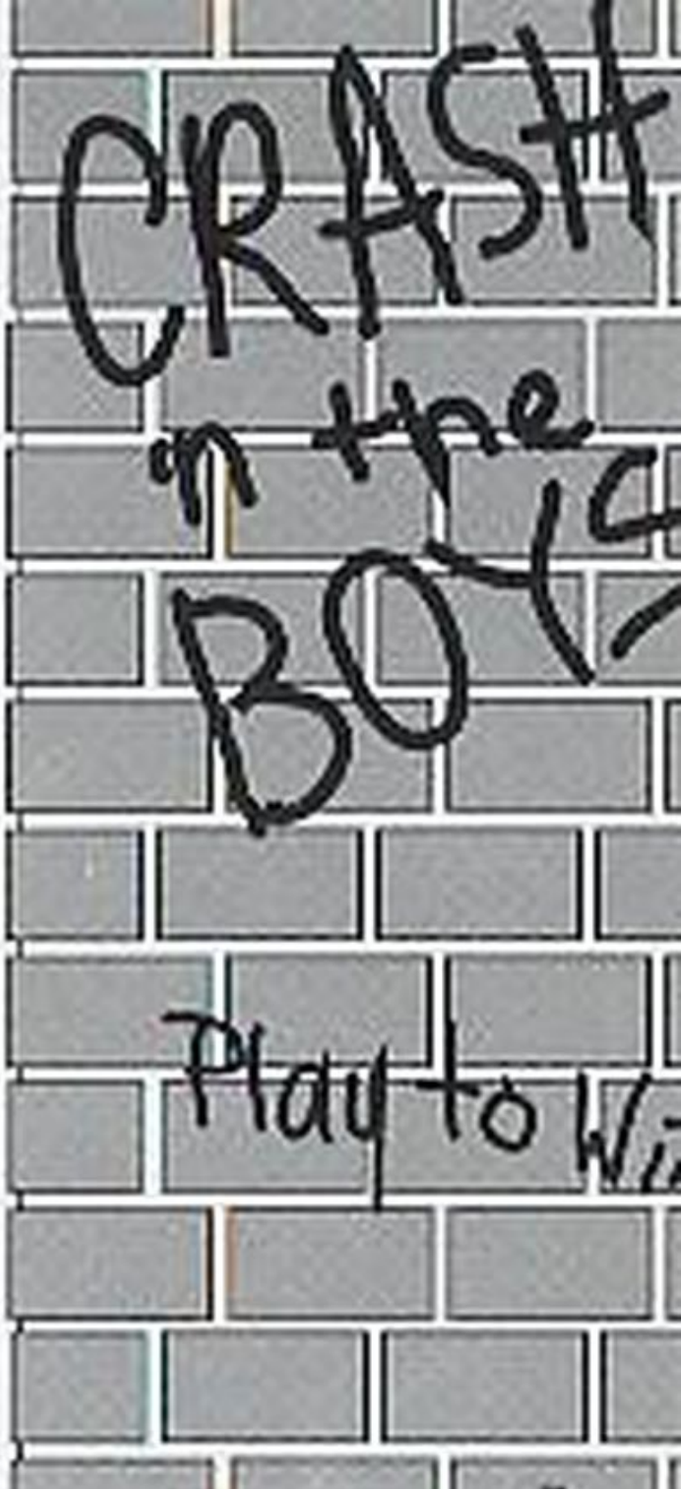
TO THROW HAMMER: Press A BUTTON once the Power Bar starts flashing.

TO AVOID HAZARDS: Press Control Pad LEFT to slow down the hammer as it approaches the ground. Press Control Pad RIGHT to speed up the hammer as it approaches the ground.

TO CONTROL BOUNCE: Press Control Pad LEFT when the hammer hits the ground for a small bounce. Press Control Pad RIGHT when the hammer hits the ground for a big bounce.

Water Slaughter

TO SWIM: Press Control Pad DOWN to dive under the water's surface. Once underwater, Press Control Pad UP, DOWN, LEFT or RIGHT to move your player.



TO PULL YOUR OPPONENT UNDERWATER: Swim underneath him when he's on the surface.

TO KICK YOUR OPPONENT UNDERWATER: Press B BUTTON.

TO BREATHE: Swim back to the surface and continuously tap B BUTTON.

TO JUMP: Press A BUTTON to jump into the air when your player is at the surface. Press Control Pad LEFT and A BUTTON to jump left. Press Control Pad RIGHT and A BUTTON to jump right.

Skyline Scramble

TO RUN: Continuously tap Control Pad RIGHT.

TO JUMP: Press B BUTTON.

TO PICK UP POLE OR UNICYCLE: Press B BUTTON.

TO DROP POLE OR UNICYCLE: Press A BUTTON.

TO POLE VAULT: Press and hold B BUTTON until the pole is fully flexed, then release B BUTTON.

TO RIDE UNICYCLE: Continuously tap Control Pad RIGHT.

TO GRAB A BUILDING LEDGE: Press Control Pad UP to reach up and grab the ledge of a building if your jump or vault falls short.

TO ADJUST YOUR DISTANCE IN THE AIR: Press Control Pad RIGHT to stretch your jump in mid-air. Press Control Pad LEFT to shorten your jump in mid-air.

Judo

TO MOVE: Press Control Pad UP, DOWN, LEFT and RIGHT to move your player around the school yard.

TO PUNCH: Press B BUTTON.

TO KICK: Press A BUTTON.

TO CHARGE: Continuously tap Control Pad LEFT or RIGHT, depending on the direction you're facing.

TO SHOULDER TACKLE: Charge your opponent and press A BUTTON.

TO JUMP KICK: Charge your opponent and press B BUTTON.

TO PERFORM SPECIAL MOVES: Each player has a different set of special moves. To perform a special move, first grab your opponent by moving directly in front of him. Once the two fighters are in a clench, continuously tap B BUTTON to lower your opponent's Punch Power Bar. The first player to lower his opponent's Punch Power Bar to zero will get to perform a special move. After your opponent's Punch Power Bar is at zero, each B BUTTON tap will flash the name of a different special move on the screen. To perform the move that's shown on the screen, press A BUTTON. If you wait too long before selecting a special move, your opponent will regain enough strength to break the clench.

TO BREAK A CLENCH: Press the Control Pad in the direction opposite the one your fighter is facing.

HITTING THE STREETS

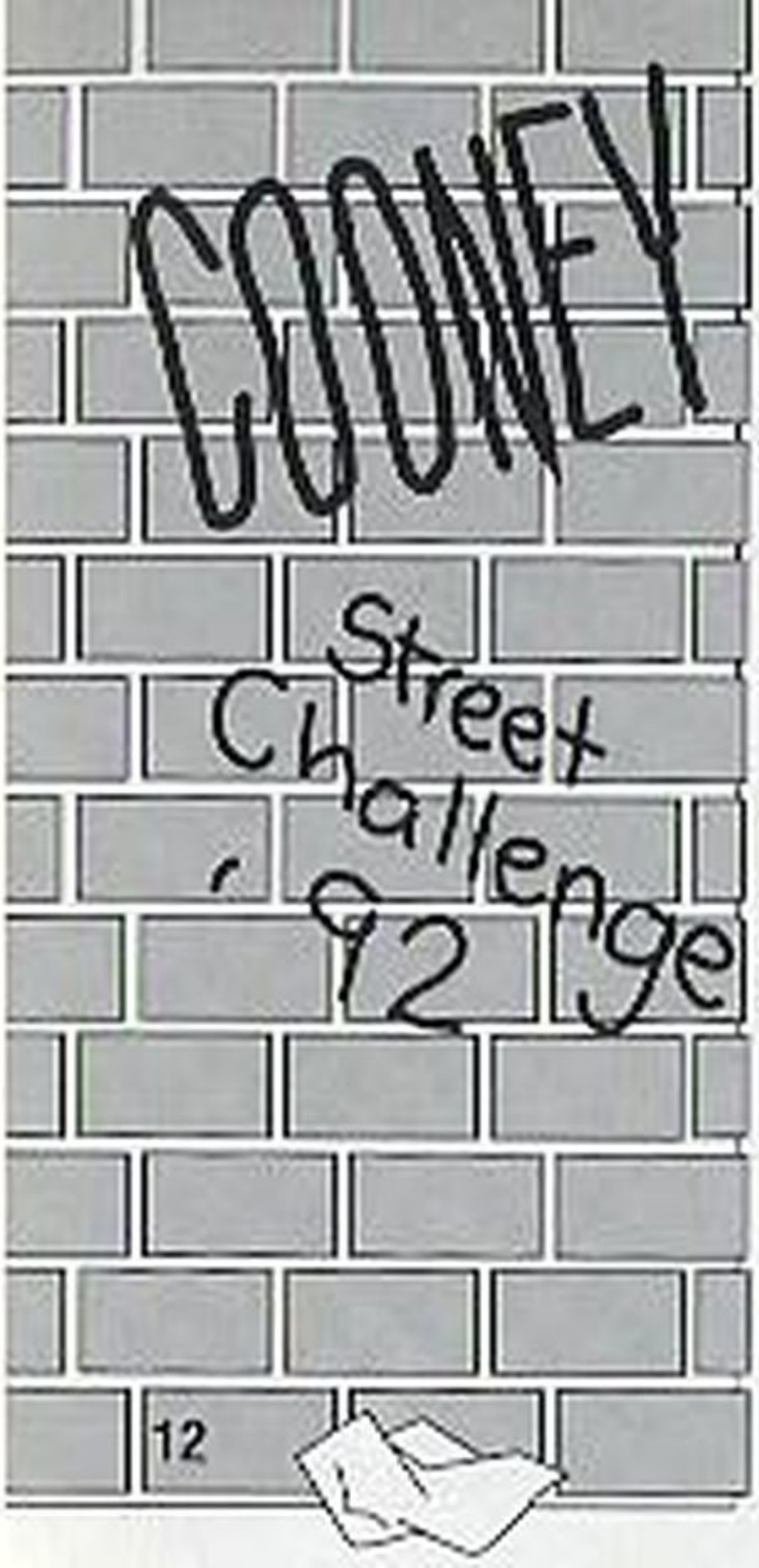
Make sure your Nintendo Entertainment System is turned off. Put the Street Challenge Game Pak into the system and press the POWER button on the front of your Nintendo machine. After the game introduction, Press START BUTTON at the Street Challenge title screen. Once the story sequence at Thornley Industries is through, you will go to the Main Selection Menu. (In the future, you can bypass the introduction and story sequence by pressing A BUTTON.)

The Main Selection Menu

Mode Select

There are three different modes of play in Street Challenge:

- Normal Tournament lets 1 to 4 players compete in all 5 events.
- Short Tournament lets 1 to 4 players compete in any 3 events they choose.
- Practice lets 1 player practice any event.



Use Control Pad RIGHT or LEFT to highlight the game mode you want. Press A BUTTON to select it.

Number of Players

After choosing game mode, use the same process to select the number of players. In Practice mode, you will not be asked to choose number of players, as only one player can participate in Practice.

Event Select

In Short Tournament mode, select the 3 events in which you would like to participate. In Practice mode, select 1 event. If you chose Normal Tournament mode, you will not be asked to select events, as you will be required to play them all.

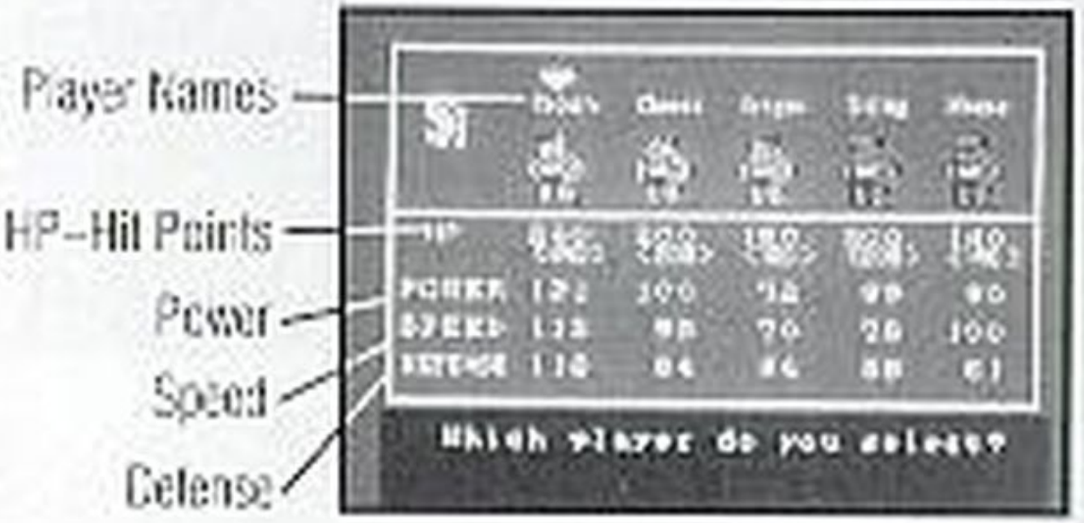
Team Selection Menu

Each player should select his or her favorite team by pressing Control Pad UP or DOWN to highlight one of the four teams

and then pressing A BUTTON. Any teams not selected by human players will be controlled by the computer. For a complete description of each team see the Teams section of this manual.

Player Selection Menu

Prior to each event you will be allowed to choose 1 of the 5 players on your team to participate in that event. It is up to you, as the manager of the team, to choose the team member best suited to each event. Each team member has different strengths and attributes, as described below. Select the player you want by pressing Control Pad LEFT or RIGHT to highlight him and then pressing A BUTTON.



Player Names

Each team is comprised of 5 players. For full description of the teams, see the Teams Section of this manual.

HP—Hit Points

HP represents a player's total strength. On this menu, this item shows a player's current HP followed by his maximum possible HP. In tournament mode, HP is worn down during events by fatigue and/or damage inflicted by competitors. Once a player's HP reaches zero, he is unable to participate in any more events. That's why it's unwise to use just one player for every event. It is possible, however, to increase a player's HP by shopping at the Health Food Store.

Power

Power rating reflects how much damage a player can inflict on competitors.

Speed

This rating shows how fast the player can run.

Defense

Indicates how well the player protects himself against competitors.

At The Mall

You can shop to increase your player's HP and power for the upcoming event, buy performance-typing equipment, or get advice. To enter any of the stores, move the characters into the doorway using the Control Pad. After all your shopping is done, move the characters all the way to the left end of the screen to begin the next event.

Information Shop

In the Information Shop you can buy inside info on the upcoming event.

Heath Food Store

Before entering the Health Food Store, you should check your athlete's overall health status by pressing START BUTTON. If you need some added power or HP you can pick these up in the Health Food Store.

Item Shop

To pick up basic items that work for all events, make sure you stop by the Item Shop.

Sporting Goods Store

In this store you can get items specific to the upcoming event—a different set of items for each event.

Scoreboard

Check the Scoreboard between the Item Shop and the Health Food Store to check your team's standings and current medal count.

Shopping

Current Medals Window

This window shows how many medals you have available to spend on items in the store. 10 Bronze Medals equal 1 Silver. 10 Silver Medals equal 1 Gold.

Action Window

Once inside the store press Control Pad UP or DOWN to choose between:

- Buy: Lets you purchase an item
- Info?: Gives an explanation of the item
- Adios: To leave the store

Then press A BUTTON to make your selection. If you choose either Buy or Info?, the pointer will move into the Item Window for you to choose an item.

Item Window

Follow the same process as in the Action Window to to choose one of the items shown. The cost of each item is listed just to its right.

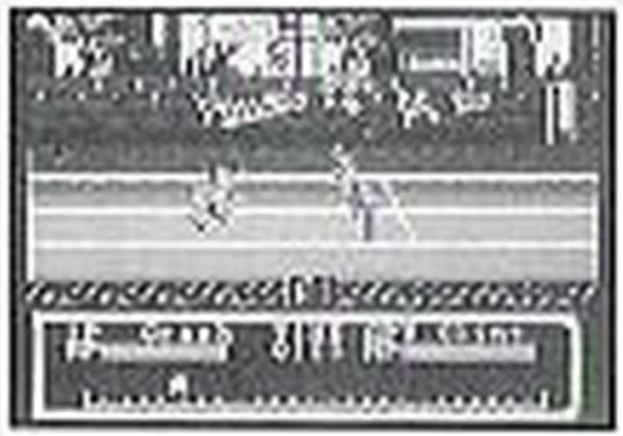
THE EVENTS

400-M Hurt-les

The objective, of course, is to reach the finish line first. You can break through, jump over, or go underneath the hurdles. However, players can cheat on the way to the finish line. You can pick up a piece of a broken hurdle and throw it at your opponent. Or you can kick him during the race. You can also pick up medals along the way for extra buying power.

The bottom of the game screen lists:

- The names of the two players racing
- Both players' current HP
- The running time-clock
- A position indicator to let you know how far along the track you are

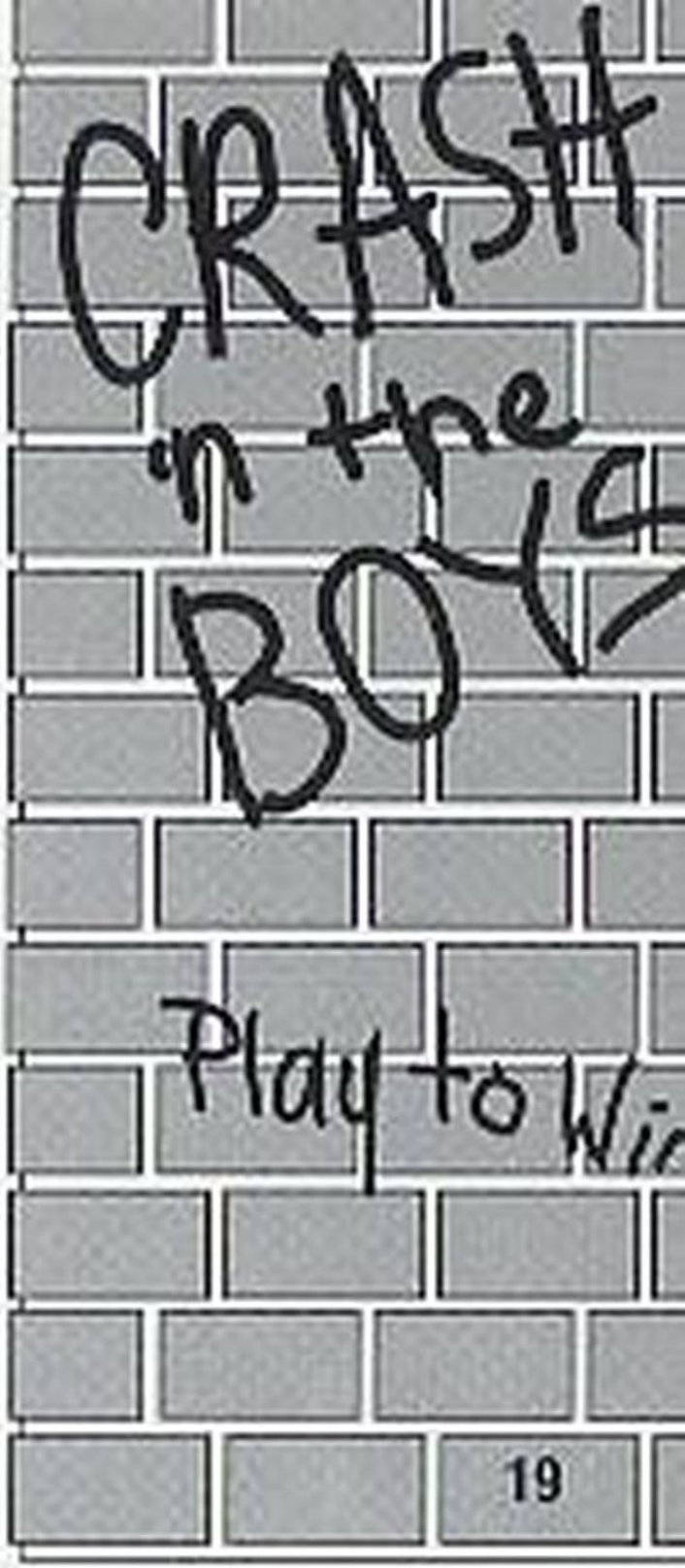


Hammer–Throw Golf:

The object of this event is to put the hammer in the hole in as few shots as possible. Along the way, there are sand bunkers, rough, and water hazards. When the hammer lands in the sand bunker or the rough, it is difficult to get a good throw off. And if you splash into a water hazard, you'll be penalized an extra stroke. You can pick up bonus medals along the course by hitting them with the hammer.

The bottom of the game screen lists:

- The player's name
- The player's current HP
- Distance of current throw
- Distance remaining to the hole
- Total number of strokes
- The Power Bar



Water Slaughter

In this event, the loser is the first to lose all his HP. HP decreases wherever the player runs out of air underwater. Pay attention to the Oxygen Meter at the bottom of the screen—it indicates how much air you have. There are a couple of ways of decreasing your opponent's air. You can ride on his back on the surface of the water or you can sneak up on him and pull him underwater. But the quickest and most effective way to drown him is to kick him while underwater. If you get the chance, you can also pick up medals at the bottom of the pool as they come by. If neither player has lost all of his HP before the 3-minute clock expires, then the player with the most HP remaining will be the winner.

The bottom of the game screen lists:

- The players' names
- Each player's current HP
- Each player's Oxygen Meter
- The running 3-minute clock

Skyline Scramble

This is the most dangerous of all the events. The winner is the one who can reach the finish line in the fastest time. Or in cases where no one finishes, the one who can jump over the most buildings before running out of Rebounds is named the winner. Each player is given 3 Rebounds at the beginning of each race (You can buy more in the Sporting Goods Store!). When you fall off a rooftop, you will lose a Rebound. You can go from roof-to-roof by either pole vaulting, riding the unicycle or jumping. Along the way you can pick up bonus medals just by touching them. In addition there are a couple of bottles of Power Drink to enhance your performance.

The bottom of the game screen lists:

- The player's name
- The player's current HP
- The running time-clock
- Remaining ReBounds
- Number of buildings cleared
- A position indicator to let you know how far along the course you are

Judo

This is a 1-on-1 Judo match. The object is to wipe out your opponent's HP. If neither player runs out of HP before the 3-minute clock expires, then the player with the most HP will be named the winner. Your opponent's HP will be reduced every time you can bring his Punch Power Bar to zero. Kicks, punches, shoulder tackles, jump kicks will all decrease his Punch Power Bar. But the most damage will come when you land the Special Moves your player has in his arsenal. Pound on your opponent enough and he'll cough up some of his medals, which you can steal for yourself. In addition, there are four medals in the corners of the school yard that you can pick up.

The bottom of the game screen lists:

- The players' names
- Each player's current HP
- Each player's Punch Power Bar
- The running 3-minute clock

TOURNAMENT PLAY

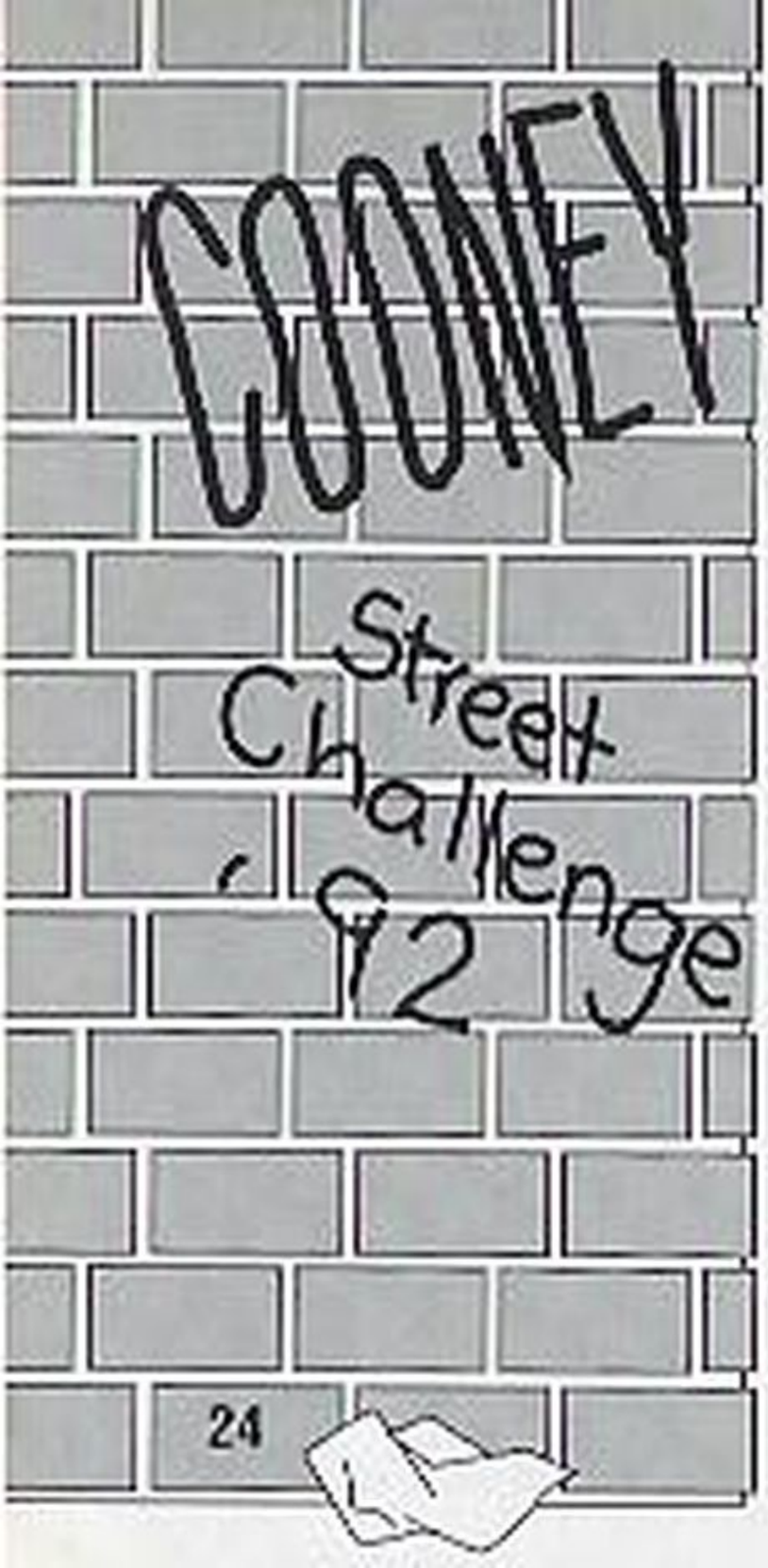
The Medal Chase

In Tournament Play, the object is to have more medals than all the other teams after 5 events (or 3 events in Short Tournament Mode). Medals are awarded for each of the events as follows:

First Place:	15 Gold
Second Place:	5 Gold
Third Place:	1 Gold
Fourth Place:	5 Silver
Fifth Place:	5 Bronze

In addition, the team with the most impressive individual performance during the event will be awarded a bonus of 5 Gold Medals. In head-to-head competitions the first place team will not necessarily be the one that is awarded the bonus 5 Gold Medals. It is based on the best individual performance in the event.

Remember, every medal you spend in the stores is taken away from your overall team pool. You must weigh the value of spending your medals to win more versus the risk of spending and not winning.

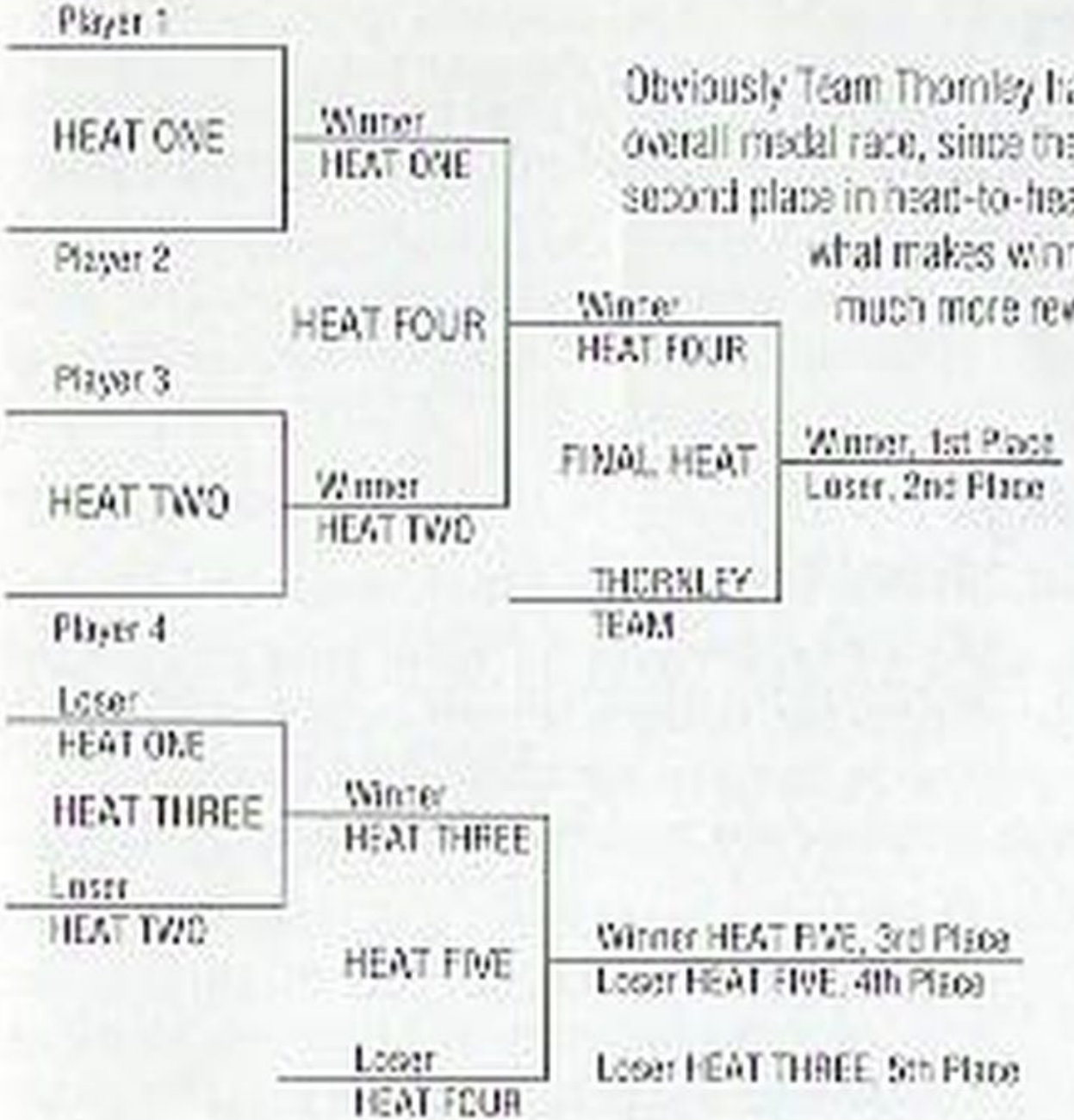


Individual Events

There are two individual events in Street Challenge: Hammer-Throw Golf and The Skyline Scramble. In these two events, all the human players will take a turn. They will then get to watch one computer-controlled player take a turn. After this, the scores—lowest number of shots in Hammer Throw Golf and fastest time/most buildings in Skyline Scramble—will be ranked to determine the order of finish and the number of medals awarded to each team.

Head-to-Head Events

In the remaining Head-to-Head events—Hurtles, Water Slaughter and Judo—the rankings are determined differently. Each player will have at least two "heats" during the event, and one player will have three. Here's how head-to-head events work:



Obviously Team Thornley has a decided advantage in the overall medal race, since they can finish no worse than second place in head-to-head events. But that's part of what makes winning it all that much more rewarding.

The Awards Ceremony

Following completion of all the events, the medal count will be tallied and the top 3 teams will take their place on the winner's stand. In addition, certain players will be recognized for outstanding individual effort and performance.

THE TEAMS

Southside High

Team Captain: "Crash" Cooney

Southside High is lead by Jeff "Crash" Cooney, the greatest athlete in the school's history. Son of an Irish brick-layer, Cooney is an honest, much-admired leader. All of the well-to-do girls from the three other high schools idolize the wreckless abandon with which Crash takes on, and usually wins, any competitive challenge—much to the dismay of the Hillers.

Team Members

"Cheese" Romano

Cooney's best friend, Rico Romano is the son of an Italian garbage collector. Aside from the obvious reference to his last name, Rico is simply known as "Cheese" because he is always

smiling. While "Cheese" thinks he is a ladies man, most of the girls tolerate his ego only because he is friends with Crash.

"Sting Ray" Garcia

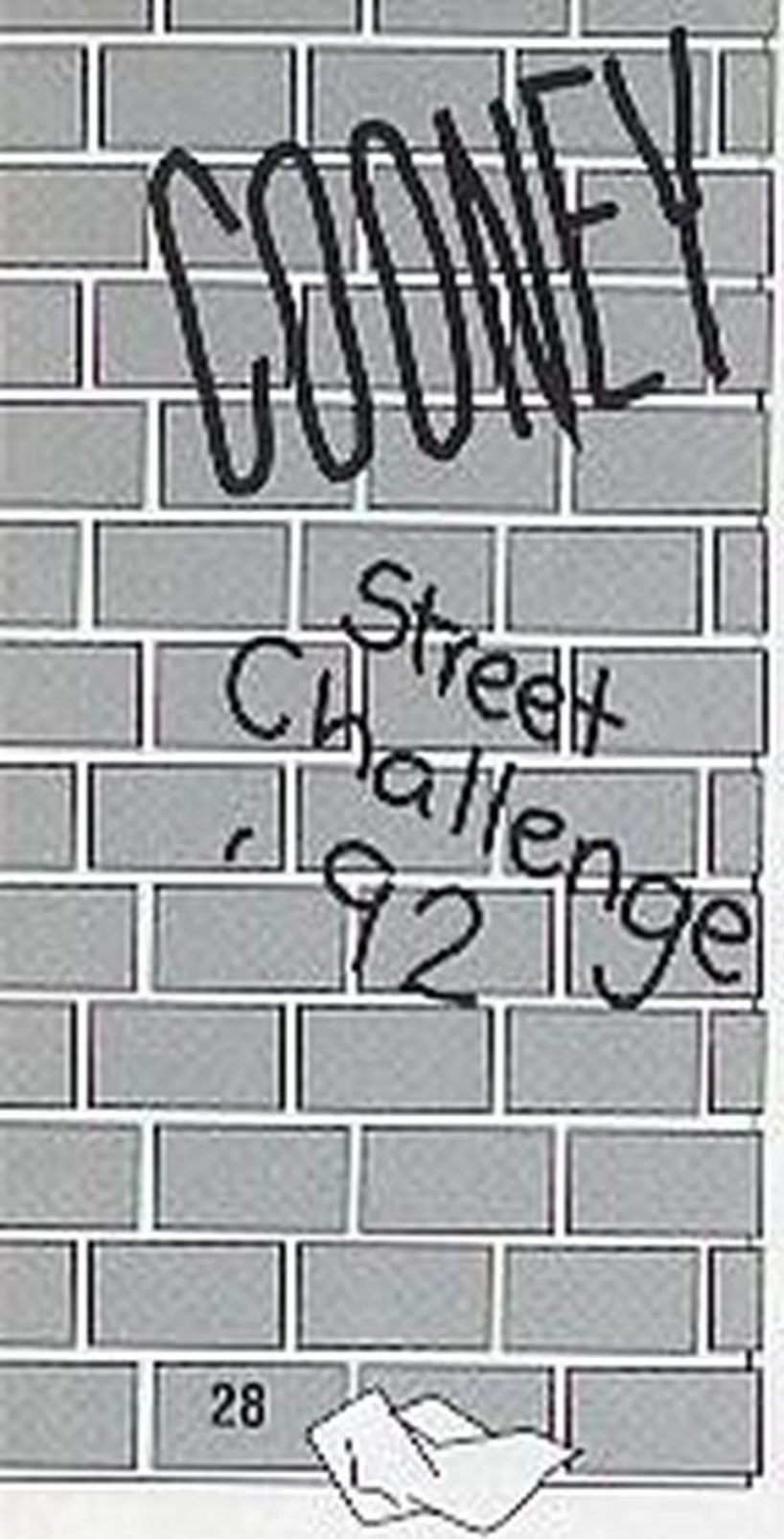
Ramon Garcia has been taunted from childhood by all the Hillers. An angry kid, Ramon turned to boxing at an early age—naming himself Sting Ray—and dreams of capturing Olympic Gold for the U.S.A.

"Dragon" Woo

Small, quiet and reserved, Tommy Woo is a casual student of the martial arts—philosophically as well as physically. Born in the year of the "Dragon," his nickname is his constant reminder of his heritage and his upbringing.

"Noise" Jackson

Most people don't know that Troy Jackson is his real name—they just call him "Noise." He is the son of Spring Hill's only Black lawyer who makes it his life's work to take on the establishment. Like his Dad, "Noise" is loud, outspoken and taunts the Hillers every chance he gets.



Washington High

Team Captain:
Theodore "Todd" Thornley IV

Conceited, Brash and ego-centric, Todd is the only son of Spring Hill's oldest and wealthiest family. Thornley Industries owns EVERYTHING. Todd is the student body president and star athlete of Washington High, the most elite of the three high schools attended by the Hillers. Todd lives to win the heart of Penelope Worthington, who loves "Crash" Cooney but keeps it quiet because she knows their relationship could never fly in Spring Hill.

Team Members

Nathan "Nate" Vandercoole

Randall "Dave" Duvall

Zachary "Zack" Simonson

Wendell "Spoon" Witherspoon

Lincoln High

Team Captain:
Arthur "Artie" Van Smythe

Although his father is the Mayor of Spring Hill, Arthur could not get into Washington and was forced to attended Lincoln, which usually stomps Washington under Arthur's leadership. He does not hide his distaste for Thornley and Washington. But his rivalry with fellow Hillers is completely erased when it comes to the Southsiders. Van Smythe hates them all—particularly Noise, who has called him "Artie Choke" ever since Van Smythe missed two free-throws in the final seconds of last year's basketball championship.

Team Members

Winston "Skip" Hildegard Jr.

Charles Edward "Wheels" Darlington

Warthington "Manly" Montgomery

Alexander "Knots" Knottingham III

Jefferson High

Team Captain:
Richard "Spreck" Spreckles

The Spreckles family runs all the finance and banking in Spring Hill. Spreck's father is chairman of Spring Hill National Bank; one uncle runs the Spring Hill Stock Exchange, and the other uncle runs the Spring Hill Commodity Market. Despite his wealth, Spreckles actually admires the Southsiders and has built up a competitive respect for "Crash" Cooney. While he publicly supports the Hillers, he dislikes Van Snycha and Thornley more than any of the Southsiders.

Team Members

Clinton "Clint" Swanson

Clifford "Barns" Barnsworth

Lawrence "Baldy" Baldwin IV

Miles "Milo" Smithfield

Team Thornley

Fearing that Todd would fail in his quest to crush the Southsiders, his dad and Mr. Lee, the Thornley Industries' Executive Director, have fielded a top-secret team of super-athletes from Thornley-owned companies all over the world. Team Thornley is always computer-controlled and poses the ultimate challenge.

Team Members

Rocky

Crusher

Bubba

Tank

Foil

Compliance with FCC Regulations

Under FCC rules, changes or modifications to this product not expressly approved by the manufacturer could void the user's authority to operate this product. This product generates and uses radio frequency energy and, if not installed and used in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. This product complies with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a residential environment. However, there is no guarantee that interference will not occur in a particular installation. If this product does cause interference to radio or television reception, which can be determined by turning the product off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient the receiving antenna
- Relocate the Control Deck with respect to the receiver
- Move the Control Deck away from the receiver
- Plug the AC Adapter from the Control Deck into a different outlet so the Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C., 20402, Stock No. 004-000-00345-4.

90-Day Limited Warranty

American Technos, Inc. ("American Technos") warrants to the original consumer that this AMERICAN TECHNOS Game Pak ("Pak") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day period, American Technos will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return you defective Game Pak to the retailer.

2. Notify the American Technos Division of the problem requiring warranty service by calling (408) 996-1877 and asking to speak to a customer service representative.

3. If the American Technos representative is unable to solve the problem by phone, s/he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK freight pre-paid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

American Technos, Inc. Family Entertainment Division
19200 Stevens Creek Blvd., Suite 120
Cupertino, CA 95014

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact American Technos Consumer Service Division at the phone number noted above. If the American Technos customer service representative is unable to solve the problem by phone, s/he may provide you with a Return Authorization number. You may then record the number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to American Technos, enclosing a check or money order for $10.00 payable to American Technos, Inc. American Technos will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

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